



In The United State Patent and Trademark Office

TO: Commissioner of Patents and Trademarks
Washington, D. C. 20231

RE: Application Number: 10/656,763
App. Filed: 09/06/2003
Applicant: Michael W. McRae, Adrian G. Albright, Seth H. McIver
Title: Hand Manipulated Data Apparatus For Computers And Video Games
Examiner: Shankar, Vijay [PH# 7(03)-305-4763]
Art Unit: 2673

Fair Oaks, California; April 21, 2005

Amendment A

In response to the Office Action mailed 3 February 2005, please amend the above application as follows:

SPECIFICATION:

Page 2, lines 6 through 8, change “.....to operate the mouse. For example, U.S.Pat. No. 4,414,537 (Grimes).....” TO:

“.....to operate the mouse.

Many alternatives exist for the computer mouse. It will be seen however that most computer mouse alternatives suffer from at lease one of three major problems in the industry. The first major problem in the industry relates to developing new hand-eye-coordination skills. For example, conventional computer mouse users have developed their hand-eye-coordination skills to manipulate a mouse curser through a single sensor (i.e. a track-ball, mouse-stick, optical sensor, touch-pad, etcetera.). However many computer mouse alternatives require multiple sensors for mouse cursor control, and hence require multiple body parts to manipulate those sensors. Moving these multiple body parts (hands, fingers, wrist,